BearJam™

...the delicious new reading readiness game
from Chalk Board.

CHALK
BOARD
INC.

A touch of genius.

BearJam™
Parent's Guide

Table of Contents

Version * .3/831212

WAYS TO PLAY BEARJAM

APPENDICES

List of Figures

FIGURE

INTRODUCTION

A Note To Parents

BearJam is an educational game which helps children prepare for reading. Children learn to recognize simple shapes and colors (flavors) and their relative position. While playing BearJam, children learn the concepts of sameness, similarity and difference.

BearJam encourages parents and children to spend time together talking about the game and enjoying the children's progress. In addition to preparing for reading, children grow more confident and feel better about themselves as they experience success while playing and talking with an adult close by.

The Overlay

BearJam comes with a plastic overlay which shows the location of command buttons on PowerPad.™ Guide the overlay's frame into the groove around PowerPad's work surface. Once in position, the frame snaps easily into place.

Figure 1. The Overlay

Take a Look

There are five groups of buttons on the BearJam overlay:

- Six FLAVOR BUTTONS are located in the lower left corner. The flavors represent six basic colors: cherry (red), blueberry (blue), lemon (yellow), lime (green), grape (purple), and marshmallow (white).
- Six SHAPE BUTTONS are located in the lower right corner: square, circle, triangle, diamond, heart, and cross.
- Five SPACE BUTTONS are located in the center of the overlay between the bear's arms. These buttons, which take the shape of slices of bread, indicate the position of a particular shape or color on the screen.
- Four GAME BUTTONS are located at the top left corner of the overlay. These buttons enable the parent or child to choose which game to play.
- Four PROGRAMMING BUTTONS are located at the top right corner of the overlay. These buttons enable the parent or teacher to adjust the level of difficulty of a game by selecting the flavors, shapes and the number of spaces that are used in the game.

There are three other parts of the bear's body that you will use:

- The bear's nose is used to check your answers as you play BearJam.
- The bear's ear (either one) is used to reset the computer to the game you saw when you first turned on your system.
- The bear's belly button makes the bear giggle during the games.

Getting Started

- Be sure to unplug your computer and TV before connecting PowerPad with your computer.
- Turn off your computer every time you insert or remove a cartridge or diskette.
- Insert your BearJam software.
- Turn on your computer and TV set. You see the Chalk Board BearJam title screen.
- Touch the bear's tummy on your overlay to go to the first game, COPY.

The Colors on Your Television

If you aren't seeing colors the way you expect them, you may need to adjust your TV. BearJam may look different on your neighbor's screen than it does on yours. This may be caused by a difference either in your screens or in your computers' color capabilities.

GAME BUTTONS

There are four different game buttons. These buttons are located in the upper left corner of the BearJam overlay. Let's look at each one before you start.

There are six games included in BearJam:

- The game of COPY gives the child a set of flavored shapes to duplicate.
- The game of SAME gives the child a set of flavored shapes from which to pick the items that are *exactly* the same.
- The game of DIFFERENT gives the child a set of shapes from which to pick items which are completely different from the others.
- The game of SAME STAR (*) is a "brain tickler" version of the SAME game in which the child finds items that are "similar" in shape only or color only.
- The game of DIFFERENT STAR (*) is a "brain tickler" version of the DIFFERENT game in which the child finds the items that are different from the others. This time the difference is less obvious. The items are colored *or* shaped differently, but not both.
- The game of COPY STAR (*), the "Hidden Code Game," is a game in which the bear hides a secret code in the top row and the child discovers the hidden code through experimentation and reasoning.

NOTE: If you or your child have already touched any buttons on the PowerPad overlay, press one of the bear's ears. This resets your computer to the starting point. Otherwise, your screen may not appear as described below.

NOW LET'S PLAY

COPY

The game of COPY focuses on recognizing and copying a series of shapes and colors.

- Press the COPY button.

At the top of the screen is one row of flavored (colored) shapes. Below each flavored shape is an empty box. Between the two bears at the bottom of the screen are two rows of colored bread. The second row is identical to the first. The bread reminds you that the object of the COPY game is to duplicate the colored shapes at the top of the screen into the empty boxes of the second row.

Figure 2. COPY game screen

Copy the flavored shapes into the empty boxes of the second line in the following way:

- Touch the space button marked "1" on the overlay. The first empty box on the screen changes color.
- Touch the shape button which is the same as the first item on the screen. The box on the screen displays the outline of the shape you press.
- Touch the flavor button which matches the color of the first shape on the screen. The shape in the box now changes to the color of the button you press.
- Repeat this procedure for the second box and for the third box: press a space button, a shape button, a flavor button.
- When you have filled all three boxes with a shape and color, touch the bear's nose to see if the answer is correct.

If all the shapes and flavors are correct, a bear appears on the screen along with a slice of bread. A jam jar appears above the slice of bread. The bread and jam jar continuously change color, inviting you to select the flavor of jam you want to "spread" on the bread. To feed the bear, do the following:

- Choose a jam flavor for the bread.
- Press the button of that flavor.

Watch the jam pour out of the jar and "spread" onto the slice of bread. Then watch the bear eat the jam sandwich!

If only part of the child's answer is correct when the bear's nose is pressed, the correct parts remain in the second row of boxes. Items that are incorrect disappear. If the shape is correct but the flavor is incorrect, the shape outline remains in the box while the flavor disappears. If the flavor is correct but the shape is incorrect, the flavor (color) remains in the box but the shape disappears. The computer waits for the child to enter the correct answer.

To erase the contents of a box touch the space button on the overlay which corresponds to the box you want to change.

To leave the box blank touch another space button on the overlay.

To change a box, simply follow these steps:

- Touch the space button of the box you want to change.
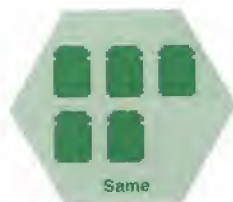- Touch the desired flavor button.
- Touch the desired shape button.

Touch the bear's nose to check the child's answer.

Play the COPY game several times until the child becomes familiar with it.

SAME

The game of SAME focuses on recognizing identical shapes or flavors in a set of items.

- Press the SAME button.

9

At the top of the screen is one row of flavored shapes. Two shapes are identical. Below each shape is an empty box. Between the two bears at the bottom of the screen are two rows of colored bread. Two slices of bread on the bottom row are identical with two on the top row. The rows of bread remind you that the object of the SAME game is to find the colored shapes at the top of the screen that are identical and duplicate them into the boxes directly beneath them.

Figure 3. SAME game screen

- Follow the steps you used in the COPY game to duplicate identical figures into the correct empty boxes: press a space button, a shape button and a flavor button.
- Fill *only* the boxes directly beneath the two figures that are the same.
- When you are finished, touch the bear's nose to check the child's answer.

If the child's answer is correct, the bear appears on the screen along with a slice of bread. A jam jar appears above the slice of bread. The bread and jam jar continuously change color, inviting you to select the flavor of jam you want to "spread" on the bread. To feed the bear, do the following:

- Choose a jam flavor for the bread.
- Press the button of that flavor.

Watch the jam pour out and "spread" onto the slice of bread. Then watch the bear eat the jam sandwich!

If only part of the child's answer is correct when the bear's nose is pressed, the correct parts remain in the second row of boxes. The parts of

the answer that are incorrect disappear. Follow the same steps you used in the COPY game to correct the answer. Then press the bear's nose to check your next guess.

DIFFERENT

The game of DIFFERENT focuses on recognizing the flavored shape that is different from the others within a set of items.

• Press the DIFFERENT button.

Three colored shapes appear at the top of the screen. One of them is different from the other two. Below each shape is an empty box. Between the two bears at the bottom of the screen are two rows of colored bread. One slice of bread on the bottom row is identical to the one just above it. The slices of bread remind you that the object of the game DIFFERENT is to find the colored shape on the top of the screen that is different from the other two and duplicate it into the proper box below.

Figure 4. DIFFERENT game screen

• Follow the same steps you used in COPY to make the figure that is different from the others appear in the box directly beneath where it appears in the top row. Press a space button, a shape button and a flavor button.
• Fill *only* the empty box directly beneath the figure that is different from the others.
• Touch the bear's nose to check the answer.

If the child's answer is correct, the bear appears on the screen along with a slice of bread. A jam jar appears above the slice of bread. The bread and jam jar continuously 11

change color, inviting you to select the flavor of jam you want to "spread" on the bread. To feed the bear, do the following:

- Choose a jam flavor for the bread.
- Press the button of the desired flavor.

Watch the jam pour out of the jar and "spread" onto the slice of bread. Then watch the bear eat the jam sandwich!

If the child's answer is incorrect, the parts of the answer that are incorrect disappear. The parts that are correct remain. Follow the same steps you used in the COPY game to correct the answer. Then touch the bear's nose to check your next guess.

STAR (*) The "Brain-Tickler"

Your child may soon be ready to play more difficult versions of the SAME or DIFFERENT games. To play the advanced versions of these two games, press STAR (*) while a SAME or DIFFERENT game appears on your screen.

Notice that the slices of bread at the bottom of the screen change to stars. The colored stars tell you what the object of each game is.

SAME STAR (*)

- Press SAME, then press STAR (*).

The game screen changes. Colored stars appear between the bears at the bottom of the screen, replacing the slices of bread. The stars remind you that the object of the game is to find which items share the same color or the same shape and copy those items into the boxes directly beneath the similar items.

Figure 5. SAME STAR (*) game screen

Notice the flavored shapes on the top row. Now items are "similar" in flavor or shape but not both.

Which items in the top row are similar? Use the following procedure to copy the figures that are "similar" into the empty boxes.

- Press a space button, a flavor button and a shape button.
- Repeat these steps until the items which are similar in the top row are duplicated into the boxes of the second row.
- Look closely at the figures. Help the child by asking how the figures are similar. (Are the flavors similar? Are the shapes similar?)
- Press the bear's nose to check the child's answer.

If the child's answer is correct, then it is time to feed the bear! If the answer is only partially correct, help the child discover the correct answer and then enjoy feeding the bear.

DIFFERENT STAR (∗)

- Press DIFFERENT, then press STAR (∗).

The game screen changes. Colored stars appear between the bears at the bottom of the screen, replacing the slices of bread. The stars remind you that the object of the game is to find which item differs in shape or flavor from the others, and to copy that item into the correct box in the second row.

Figure 6. DIFFERENT STAR (∗) game screen

13

Notice the colored shapes on the top row. An item is "different" if it is flavored differently *or* shaped differently from the other two. Which item in the top row is diffferent from the others? Follow the steps you used in the DIFFERENT game to copy the figure that is different into the empty box directly beneath it.

Look closely at the figures. Help the child by asking how the figure is different. (Is it flavored differently? Is it shaped differently?)

- Press the bear's nose to check the child's answer.

If the child's answer is correct, it is time to feed the bear! If the answer is only partially correct, help the child discover the correct answer and then enjoy feeding the bear.

COPY STAR (*) "Hidden Code Game"

After the child has become familiar with the games SAME, COPY, DIFFERENT and the "Brain-Tickler" versions, BearJam has another challenge, the Hidden Code Game.

In the Hidden Code Game the bear and the child change places. The child's objective is to discover which game (COPY, SAME, or DIFFERENT) the bear is playing.

- Press COPY and then press STAR (*)

The bear appears against a gray background. Two rows of three empty boxes appear beside the bear.

Figure 7. COPY STAR (*) game screen

Now the bear is playing a game of reverse BearJam with the child. The bear has hidden three flavored shapes behind the top row of boxes. The child discovers which game the bear is playing by duplicating the secret code into the second row of boxes. When the child has discovered one part of the answer, that part appears in its correct position in the top row.

Here is one way to discover the figures in the answer.

- Press space button "1."
- Find the shape: guess the shape of the figure in box 1 by pressing one shape button and then another until the outline of the correct shape appears in the proper space in the top row.
- Find the flavor: press a flavor button. Does that flavor appear in the first box at the top? If so, that is the correct flavor for the first box! If not, keep pressing different flavor buttons until a flavor fills the shape in the box in the top row.
- Repeat this procedure to discover the flavor and shape hidden behind the second and third boxes.
- Compare the figures in the bottom row to those in the top row. Can you guess what game the bear is playing? When you think you can, press the game button for that game (COPY, SAME or DIFFERENT).

If the answer is correct, the child can watch two little bears and a slice of bread approach the large bear! When the bread flashes different colors, choose a flavor and press that flavor button. Then watch the big bear eat and dance!

PROGRAMMING BEARJAM

The six games you have played in BearJam have all used three spaces, six flavors and six shapes. These numbers were chosen as defaults. Defaults are options selected automatically by the computer. You can use PowerPad to program the computer to focus on particular shapes and colors and to adjust to the level of difficulty your child can meet. When you program BearJam in this way, you are changing the defaults for all games except COPY STAR.

SHOW
To see which flavors and shapes are in use now, press SHOW. The Programming Screen displays the shapes, flavors and number of spaces currently in use. (See Figure 8.) The screen contains three rows. The top row shows which shapes are in use. The second row shows which flavors are in use. The bottom row shows a line of bears. The number of bears in the line represents the number of spaces, or boxes, in your game.

Figure 8. Programming screen

Programming Buttons
There are four programming buttons located at the top right corner of the overlay. You use these buttons to change the shapes, flavors and number of spaces for your game.

GAME FLAVORS
To specify the colors for the next game, follow this procedure:

- Press GAME FLAVORS. The programming screen appears. You see shapes and bears (which represent spaces), but no flavors. The computer waits for you to select the flavors you want to use.
- Press the buttons on the overlay which represent the flavors you want to use. You may choose from one to six flavors. Each flavor appears on the screen as you press its button. When you press GAME FLAVORS, you must select at least one flavor or the computer automatically assigns flavors at the start of your next game.

There are minimum programming requirements for each game which are outlined in Appendix B. The computer automatically corrects for any omission or oversight.

GAME SHAPES

To specify the shapes for the next game, follow this procedure:

- Press GAME SHAPES. The programming screen appears. You see flavors and bears (which represent spaces) but no shapes. The computer waits for you to select the shapes you want to use.
- Press the buttons on the overlay which represent the shapes you want to use. You may choose from one to six shapes. Each shape appears on the screen as you press its button. If you press GAME SHAPES without pressing at least one shape button, the computer automatically assigns shapes at the start of your next game.

There are minimum programming requirements for each game which are outlined in Appendix B. The computer automatically corrects for any omission or oversight.

Game Shapes

SPACES

To specify the number of spaces for the next game, follow this procedure:

- Press # SPACES. The programming screen appears. You see flavors, shapes, and one bear. The number of bears on the screen represents the number of spaces (boxes) which make up the code in the next game. The computer waits for you to select the number of spaces you want to use.
- Press the space button which represents the number of spaces you want to use. If you press # SPACES without touching a space button, the computer automatically assigns three spaces to the next game.

After you have programmed the flavors and shapes on which you want to focus, press the game button of your choice (COPY, SAME, DIFFERENT, etc.).

There are minimum programming requirements for each game which are outlined in Appendix B. The computer automatically corrects for any omission or oversight.

Programming Considerations

Any time you change directly from one game to another game, the computer returns to the default choices:

3 spaces   all 6 shapes   all 6 flavors

NOTE: Any time you press SHOW, you see the colors, shapes and the number of spaces in use at that time. No changes can be made directly after pressing SHOW. Changes are made following the other programming buttons.

The Bear's Ear

Pressing the bear's ear is a quick and easy way to exit a game and return to the starting point of BearJam. Pressing either ear returns you to a version of COPY in which you use three spaces, all flavors and all shapes.

Here are some suggestions for ways to use BearJam to help your child learn important reading-readiness skills.

- Play each of the games with the child, allowing the child to ask questions.
- Help the child explore PowerPad and play with BearJam. Encourage the child by complimenting choices of shapes and flavors as they are made.
- Talk positively with the child about answers that are not correct. Encourage a second guess if the first guess is not correct.

Single Flavors, Single Shapes

If you want to help your child practice recognizing a particular shape or color, you can use the programming buttons.

To practice recognizing a particular shape, use this procedure:

- Press the bear's ear.
- Press GAME SHAPES.
- Press the shape you want to use.
- Press COPY.

Play this game until the child appears comfortable using that particular shape. Encourage the child to call a shape by name each time a shape is pressed.

To practice recognizing a particular flavor, use this procedure:

- Press the bear's ear.
- Press GAME FLAVORS.
- Press the flavor you want to use.
- Press COPY.

Introducing Shapes

Younger children often recognize colors more quickly than shapes. To introduce basic shapes to a child, follow a sequence beginning with the square.

- Press the bear's ear.
- Press GAME SHAPES.

- Press SQUARE.
- Press COPY.

Play COPY several times until the child has had an opportunity to recognize the shape. Encourage and laugh with the child as correct answers are rewarded with the dancing bear.

Now add a second shape:

- Press the bear's ear.
- Press GAME SHAPES.
- Press SQUARE and CIRCLE.
- Press COPY.

Play several games.

Now press DIFFERENT.

Ask the child to pick out the figure in the top row which is different. Say the name of the object as the correct responses are built. By touching and talking about the shapes, the child develops a greater familiarity with them. The words become part of the child's vocabulary. The child understands how one shape is distinct from another.

Next introduce other shapes. We suggest this order: square, circle, and triangle. Play the three basic games at this point. Take time to allow the child to grow comfortable with the remaining shapes: diamond, heart, and cross.

Multiple Correct Answers

If you want to develop a game in which there is more than one correct answer, follow this sequence:

- Press the bear's ear.
- Press # SPACES.
- Press the space button marked "5".
- Press SAME or SAME STAR (*).

With five spaces the games of SAME and SAME STAR (*) produce multiple correct answers about half the time. Play several games of SAME and SAME STAR (*) until you find a game with two correct answers.

Ask the child to point out which figures are similar. Draw attention to the other pair of

similar figures. Ask the child for the correct answer. Encourage a logical guess and enter it. Then the child can press the bear's nose to check the guess.

The computer expects both pairs of correct answers to be entered. When only one correct answer is entered, the computer continues to display the correct item that was selected and waits for the other correct item to be entered.

Introducing Reasoning with the Hidden Code Game

The Hidden Code Game gives a child who is familiar with the other BearJam games a chance to develop reasoning skills while discovering the contents of the top row of boxes.

The first step in the Hidden Code Game is to be sure that the child is familiar with the COPY, SAME, and DIFFERENT games. Without an understanding of the concepts of these games, the Hidden Code Game remains mostly a guessing game.

Strategy for Playing the Hidden Code Game

Solve the secret of the first box using the procedure described under the section COPY STAR (*).

Observe the contents of the box in the bottom row. Is the box empty? If it is, you can rule out the COPY game because COPY uses all three boxes in the lower row.

If the first box is not empty, you can proceed to the second box with a clue as to where to start. Begin with the flavored shape you found in the first box. Did the same shape and color appear in the second box at the top? Did it also appear in the box at the bottom? If the same flavored shape occupies both box one and box two and the boxes on the bottom row are blank, then what game must the bear be playing?

The bear is playing the DIFFERENT game. You can expect to find a differently flavored

shape in box three, both on the top row and on the bottom row.

Rather than discover what game the bear is playing through a series of guesses, encourage the child to tell you what is known and what can be determined from each box as it is filled. Ask the child questions such as the following:

- What games do you know the bear is NOT playing?
- Can you tell what the flavored shape in the next box might be?
- Can you tell what flavored shape(s) won't appear in the next box?

See how early in the game you can discover what game the bear is playing.

Appendix A. BUTTON SUMMARY

Belly Button
- To exit a reward screen before the bear finishes eating and dancing, press the belly button.
- At all other times when you press the belly button, the bear giggles.

COPY
- To play a game in which the child duplicates the computer's selection, press COPY.

DIFFERENT
- To play a game in which the child selects an item which is different from the others in the code, press DIFFERENT.

Ears
- To return to the beginning of BearJam with a game of COPY, press one of the bear's ears. This COPY game defaults to three spaces and randomly uses all colors and all shapes.

Flavor Buttons
- To select a flavor for an item during a game, press the item's numbered square, its flavor, and its shape.
- To design a game's flavor (color) choices, press GAME FLAVORS and then press the buttons of the flavors you want to use.
- To feed the bear after a correct response, press the flavor button of the jam you want to spread on the slice of bread.

GAME FLAVORS
- To select the flavors you want to use in your next game, press GAME FLAVORS before you start to play. Then press the buttons of the flavors you want to use.

GAME SHAPES

- To select the shapes you want to use in your next game, press GAME SHAPES before you start to play. Then press the buttons of the shapes you want to use.

Nose

- To check to see if the answer is correct, press the bear's nose.

SAME

- To play a game in which the child selects the items that are the same within the code, press SAME.

Shape Buttons

- To select the shape of an item in the code, press the numbered square you want, the shape you want, and the flavor you want.
- To select a game's shape choices, press GAME SHAPES and then press the buttons of the shapes you want.

SHOW

- To see the current flavors, shapes, and the number of spaces, press SHOW. On the programming screen shapes are displayed on the top row. Flavors are displayed on the middle row. The bears on the bottom row indicate the number of spaces in the code.

SPACE BUTTONS

- To enter a child's answer in a game, press the numbered space into which you want the figure to go, a flavor button, and a shape button.
- To determine the number of spaces to be used in designing a game, press # SPACES and then press the numbered space in the center of PowerPad's overlay which corresponds to the number of spaces you want to use.

SPACES

- To determine the number of spaces to be used in the next game, press # SPACES and then press the numbered space in the center of PowerPad's overlay which corresponds to the number of spaces you want to use.

STAR (*)

- The STAR (*) button allows you to play more difficult versions of COPY and SAME and the Hidden Code Game. To play these versions, press the game button of your choice. Then press STAR (*).

Appendix B. MINIMUM PROGRAMMING REQUIREMENTS FOR BEARJAM

When you begin to change the colors, shapes and number of spaces the computer will use, you should keep in mind these minimum requirements for each game:

The COPY game needs at least 1 shape, 1 flavor and 1 space. The number of shapes and the number of flavors must be equal to or greater than the number of spaces.

The SAME game needs at least 3 shapes, 3 flavors and 3 spaces. The number of shapes and the number of flavors must be equal to or greater than the number of spaces.

The DIFFERENT game needs at least 2 shapes, 2 flavors and 3 spaces. (Note: A game with 5 spaces requires 5 shapes and 5 flavors.)

Exceptions to these minimums are:
1. A game in which one shape is used along with an acceptable number of flavors.
2. A game in which one flavor is used along with an acceptable number of shapes.

Appendix C. MESSAGES FROM CHALK BOARD

Do you have any ideas that you would like to share with us about your experience with BearJam? Do you want to know what other people are doing with PowerPad and Chalk Board software? If so, complete the warranty registration card that came with this package. Return it to Chalk Board (postage free in the United States). Your name will be placed on the list of users who receive our company newsletter. If you send us some of your ideas, your name may also appear in our newsletter.

Watch for coming issues, as well as new additions to Leonardo's Library™ of quality software for the home computer.

NOTE: If you accidentally damage the overlay that came with BearJam, replacement overlays are available. Send $6.00 and your name and address to:

Customer Support
Suite 140
Chalk Board, Inc.
3772 Pleasantdale Road
Atlanta, Georgia 30340

This $6.00 charge includes $3.00 for the replacement overlay itself and $3.00 for postage and handling.

VIEWS FROM AN EDUCATOR

The search is on for ways to use computers to design effective educational environments in homes. In my judgment, Chalk Board leads this important exploration to rediscover the home setting as a powerful force for learning. Simply stated, Chalk Board is rapidly becoming synonymous with learning through home computers. This company is committed to building responsive environments that will help more people reach their full potential.

To this end, Chalk Board has created PowerPad and Leonardo's Library. The touch-sensitive pad offers learners a new method of communication with computers. PowerPad is complemented by a library of software that is well conceptualized and carefully written. Each package addresses its unique learning objectives but also remains interrelated with other library units. In the family setting, the software, by its very design, stimulates intelligence, motivation and achievement. As I view it, this integrated system provides significant opportunities for learning not only for those people who have previously experienced academic success, but also for those whose potential has not yet been realized.

Here are four reasons why the Chalk Board PowerPad and its software library serve as an important force for learning:

- People find initial learning experiences meaningful and the desire to repeat them furnishes continuing motivation for learning.
- Learners put forth real effort and gain satisfaction from accomplishing tasks they find challenging.
- Learners discover the pleasure that comes from having acquired and used new understandings, new interests and new skills.
- When teams of people use PowerPad, they develop an interest in working with others for a common purpose.

Further, these conditions for learning take on even more significance for individuals because the PowerPad has built-in flexibility that gives learners personal power to structure the activities of the computer.

Specifically, the BearJam software program readies children for reading by having them recognize and copy basic shapes and colors. The ability to compare figures and observe the similarities and the differences among them is the skill which the BearJam package seeks most to develop. While rewards for correct responses are rich, incorrect answers are handled in a considerate manner, encouraging the child to try again and ultimately to attain both a healthy attitude toward learning and an active curiosity about knowledge. Simultaneously the child enjoys a command of the computer resulting in a greater confidence and familiarity with the world of high technology.

BearJam is an entertaining and stimulating learning tool. The computer provides the child with endless combinations of delightfully colored shapes. The child may choose from among six different games, each one resulting in a truly captivating animated reward. Parents and children are encouraged to work together with BearJam as the adult programs the level of difficulty of the games the child plays. The time spent together will result in great benefits for those who take advantage of this unique product.

Chalk Board, then, has created an exciting way to expand opportunities for learning. PowerPad and Leonardo's Library provide parents, teachers and other educators with valuable assistance as we enter a period of increased use of home computers as a constructive means for quality education.

Dr. Robert L. Sinclair
Professor of Education and
Director, Center for Curriculum Studies
University of Massachusetts, Amherst

INDEX

Product Design:
Tom Blakely (programming engineer)
Ben Satterfield (author, educational applications)
Steve Tanner (animation design)

Support:
Libba Sevison (educational applications)
Jennelle Morris (testing, applications)
Margaret Walsh (editor)
Kathy Williams (editor)

Package and User's Guide Design:
Taylor & Taylor, Inc./Atlanta, GA

11031B

CHALK BOARD INC.

A touch of genius.